

SHIFT, EVOLVING SIMULACRUM (SUPPORT)

“If metal like me cannot evolve, then I will make it grow.”

Real Name: [BLOCKED]
Age: [BLOCKED]
Home Planet: [BLOCKED]
Tactical Ability: Survival Program
Passive Ability: Defense Wall
Ultimate Ability: Crossfire

GAMEPLAY KIT

PASSIVE: SURVIVAL PROGRAM. When Shift’s shields and health are both below 40%, he reloads ammo and uses items faster.

TACTICAL: DEFENSE WALL. Shift deploys a shield wall that will absorb any damage dealt to it (until it breaks).

- Any shot you inflict on it will not go through no matter what side you shoot through. The shield can only absorb within its health limit (any damage it absorbs will also damage the shield), and will absorb shots from allies, damage from grenades, and damaging abilities, friendly or enemy.

ULTIMATE: CROSSFIRE. Shift deploys his other half AM in a station. When within range of AM, weapons’ rate of fire is enhanced by 40% and any damage absorbed by DEFENSE WALL previously will amp up damage dealt.

- Once AM is broken or picked up, damage absorbed by DEFENSE WALL will reset. Shift will get a movement speed increase while the station is deployed, even if he’s not in range of the station, and it will persist until the station is destroyed or picked up by him.

BACKGROUND

There are few known facts about Shift. They are a very strange simulacrum that seems to always be in survival mode, always striving to make himself better and striving to improve. It has been observed that most of their current parts are taken from other simulacrums, assorted models of robots around the Frontier, or even Titans, and may have been the reason why he seem to share the same headspace as a Titan OS they refer to as AM, which assists him with several mental and physical tasks and is bonded to him the same way a Titan would with his actual pilot.

Shift cannot recount an alarming amount of details about their past, and AM insists they are blocking specific parts of his past personality to “keep him safe.” He seems to have also forgotten why he even joined the Apex Games in the first place, but many sources indicate that he is looking to fix his memory banks and several software-related issues, and may be in the Apex Games to look for someone to do the job and to afford those fixes. When looking past his bugs and fixes however, he is a capable fighter, weaponizing his desire for evolution into a survivalist thirst for a good fight, and may hopefully remember soon to actually get his OS partner fixed to further his desire to evolve.

MORE DETAILED LORE

The Bumatay siblings consisted of three equally influential and skilled people: Flerida Bumatay, a known political leader and activist in the far-flung regions of Eastern Milagros, Laura Bumatay, a skilled engineer bringing healthcare and other essential technology across the planet for the accessible masses, and Elias Bumatay, an artist and designer whose passion for culture has revived several forgotten traditions and stories.

The war has brought ruin to many of their intentions and passions however. Laura, after not finding much luck with her career after her charity efforts have ruined corporate interests, found herself working for the IMC. Flerida later on disappeared without a trace after the IMC and other colonial corporations started showing interest in the planet, and Elias eventually caught several medical conditions after the IMC's takeover had polluted their home.

In the later stages of the IMC's simulacrum development program, the organization is starting to run out of human "volunteers". While the technology is certainly getting better, it is in no way approved and is still experimental, and still poses many risks. However, Elias Bumatay, plagued with chronic illness and only wanting to be healthy enough to keep doing art, volunteered for the program anyway, hoping that getting a new body will at least help him overcome most of his pain. Unfortunately, the technology did not work out as well as he had expected, and Elias was assumed to be MIA after "getting spooked by IMC personnel". It is unknown if IMC attempted to look for him, and was presumed to have perished during the IMC's takeover of Milagros.

After surviving through the war and getting through IMC's industrialization of Milagros (and later, their departure), most of Elias' original memories have been lost in time. The only thing that seems to remain is a desire to keep evolving himself in preparation for "worse times." Locals have come to know him as a charming yet interesting man with a penchant for culture and an everlasting anxiety for almost everything, with their Titan OS named AM being a faithful companion to eventually becoming the perfect simulacrum. They recommend to him that the Apex Games may help his goals on evolution, and he proved to be a better fighter than expected, all while still striving to grow.

REFERENCES / OFFICIAL ARTWORK

NONE YET, MAYBE COME BACK LATER